Grimm World

The Encyclopedia

Enemies, Terrain and Conflicts

Human
Bow
Y800g
07
63
Y892
16
3
5-6
-2
6
3
1
2
4
0
2
1| -1 2
2| 0
3| 2 -1
4| 4
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10
11
a
b
c
d
e
f

The Enemy Cards

1. Enemy: This is the name, weapon, card number and picture of the enemy.

2. Enemy Number: On the Conflict Card, this number indicates which enemy is placed where when setting up the battlefield.

3. Initiative: The enemies always act in ascending initiative.

4. Skills: These are the enemy's skills.

5. Status Values: a. Range; **b.** Attack; **c.** Damage; **d.** Dodge; **e.** Armor; **f.** Constitution
The constitution indicates the enemy's . The Hit Point Card is turned to the -value at the start of the combat.

6. Action List: The list defines how the enemy acts in the Enemy Phase.

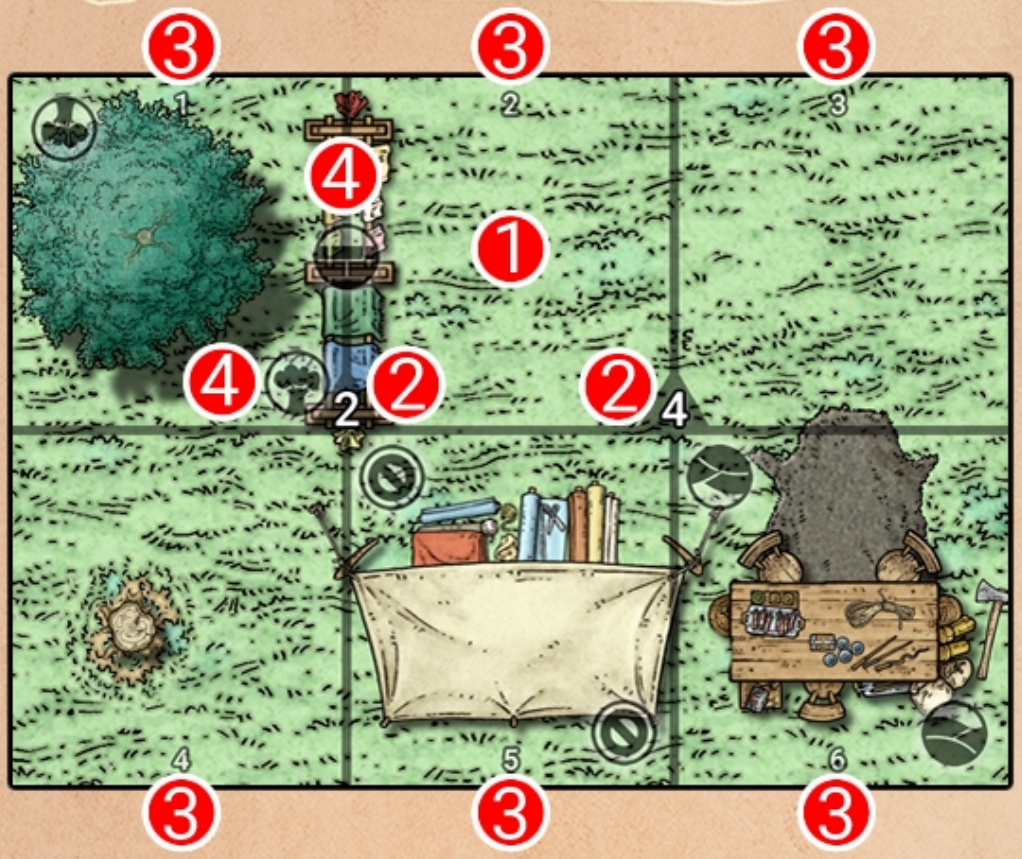
7. Reaction: The reaction specifies when and how the enemy reacts to the characters actions. After the trigger is executed, the Hit Point Card is moved from to to indicate that the enemy has reacted.

8. Additional Rules: If the enemy has some special skills or abilities, then the corresponding card with the additional rules is referred to here.

9. Combat Value: This value is used in the Adventure Mode and indicates how dangerous an enemy is.

10. Enemy Type: The type indicates whether the enemy is a human (), an animal () or a creature ().

11. Reaction Value: The Reaction Value is used to check whether an enemy reacts. To do this, draw face down an Enemy Card from the Enemy Deck and check whether the Reaction Value matches the value of the trigger. If so, the enemy reacts.


3
3
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Terrain
2
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2

The Terrain Cards

Terrain Cards are used to represent the battlefield during combat. For this purpose, the Terrain Cards are laid out to form a battlefield based on the description of a Conflict Card.

1. Spaces: Each Terrain Card consists of 6 spaces (3x2).

2. Card Number: In the center are two triangles indicating the number of the card. This number can also be found on the back of the card. The triangles also indicate the orientation of the card, which is important for setting up the battlefield. The Terrain Card is always laid out so that either the tip of the triangles points upwards or downwards.

3. Space Number: Each of the 6 spaces has a number from 1 to 6 on the outer edge. This number, in combination with the card number, allows each square of the battlefield to be uniquely named. This is used when setting up the battle to indicate where the character and enemies are placed.

Example: On the card on page 3, 24/1 would be the square at the top left with the tree.

4. Terrain Types: The round symbols indicate the different terrain types in the game and can appear either in the spaces or on the dividing lines between them. They restrict the movement and/or line of sight of the character and the enemies.

The Conflict Cards

Conflict cards are part of the Lost Pages Deck (Y-Cards) and have a ⚔-symbol on the back. These cards contain all the information required to resolve a battle. The Conflict Card is divided into three sections.

Y998b Attack on the Meadow

A few shady characters appear between the trees in front of you. "If you want to live, give us your belongings," shouts one of the bandits, who you can identify as the leader of the small gang.

♦**If you want to bargain with the bandits:**
- Take a random Y900 card and resolve it.

♦**Otherwise:**
- Read ① when you have defeated all the enemies.
- Read ② when you have entered space 18/3 and a maximum of two enemies are still alive.
- Read ③ when you have lost all your 💧.

c ❗**Enemies**

▲02	▲18
▲14	▲06
▼08	▲04

a

C 01-04	
You	08/2
03	18/2
04	02/2

b

C 05-09	
You	08/2
07	18/2
08	18/3
01	18/5

C 10+	
You	08/2
06	18/2
15	02/2

d

①: *You will only find a few belongings among the bandits.*
- Take a random Y999 card and resolve the victory condition of the current chapter.

②: *You were able to escape the villains.*

③: *While you are lying badly injured in the meadow, they clean out your bag and disappear.*
- Take a random Y999 card and resolve the defeat condition of the current chapter.

1. Introduction: The upper section contains an introductory text and at least one win and one loss condition. These conditions are marked by circles with numbers (e.g. ①, ② or ③). In addition, decisions may be listed in this section, e.g. to negotiate with the bandits.

2. Structure: The middle section lists the structure of the battle:

a. Battlefield: The numbers indicate the required Terrain Cards, and the arrow indicates their orientation. The battlefield is set up according to this plan.

b. Placement: The placement indicates where the character and the enemies are placed when the battle is set up. Which table is used for which chapter in the game is shown in the header. The number in the first column indicates the character (you) or the enemy by means of its Enemy Number, the two numbers in the second column indicate the Terrain Card and its spaces.

c. Initiative: The initiative indicates who starts the battle. If you start, you may perform a free re-equip action once before the battle begins. If the enemy starts, the first Character Phase is skipped.

d. Decision Compass: This is used when an enemy can take two equal paths or positions on the battlefield. 1 is the highest priority and 4 the lowest.

3. Resolution: The lower section contains the resolution of the battle. As soon as a condition of the upper section has been fulfilled, the resolution listed here is resolved immediately.